class Transport (Abstract)
- virtual void move()
- virtual void color

Private inheritance

Horse
void move()
void isForest(terrain T)
void isPlains(terrain T)

Ship
void move()
void isWater()

AirShip
void move();
void isMountains();

class Terrain
- virtual void initialize()

All Private inheritance

Plains
void initialize()
void grasslength()
contains:
    horse
    Person

Forest
void initialize()
void treeHeight();
contains:
    horse
    Person

Mountains
void initialize();
void height(int)
contains:
    Airship
    Person

Water
void initialize();
void depth(int)
contains:
    Ship
    person